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Subject: Repair Turrets?

Posted by [htmlgod](#) on Mon, 15 Mar 2004 01:46:15 GMT

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If you give it the `repairgun_ai` as a weapon, and attach the `m06_engineer_repair` script as an AI it should work, but that script, the only decent repair bot AI included with the engine, has many problems. But it works well for repairing harvester or other bots.

Keep in mind that you must attach `m06_engineer_target` to anything that you want it to repair, thats teh only way it will work.

The best probable application of this would be having some small discreet model attached to the refinery on your map by where the harvester comes in, to have it repair the harvester when it came in. You see, for some reason that I don't fully comprehend, the AI script doesn't allow hte bot to repair units that have experienced what is called a "transition," meaning someone has entered or exited the vehicle, so its not much use for that. I think it may work for infantry, and I'm fairly certain the script works for bots, but like it won't work for a vehicle that you buy and get into. Kind of hard to explain.

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